IT IS AN AGE OF WAR! A TIME OF HEROISM AND A TIME OF DESTRUCTION...

No one race rules the stars, the Emperor's Space Marine Chapters are beset on all sides by the alien oppressors they had all but eradicated, and their own former brethren. And now, in a remote area of space, they have all converged on one sector with their own goals. The Orks, hell bent on destruction and led by a new, seemingly unstoppable warlord. Chaos, whose intentions are often unknown until it's too late, brought here by one of its most infamous servants. The Eldar, a near-extinct race on the verge of fulfilling one of their most ancient prophecies. And the Imperium of Man, desperately trying to stop it all, whatever the cost.

MAKE YOUR MARK ON HISTORY!

The choice is yours: You are at the command of one of these powerful forces, each warrior prepared to fight and die on your orders. Victory lies in your hands - if you can take it!

Your mission is to swiftly take control of the planet before your enemy can establish a foothold. You have identified a number of sectors that are key to controlling the planet; you must take a majority of them before the end of turn 4.

SECTION 1 : THE CARDS

There are four types of cards in this game. Each cards is outlined below. Remember, knowledge is the key to victory!

UNIT CARDS

These cards represent the infantry and vehicles that do the brunt of the fighting for you. They are essential in holding ground while denying it to the enemy.

A. Flag: How much influence a unit has on the battlefield or its ability to hold ground. Only units with flags can take control of sectors. More on that later.

B. Card Name: The name of the card.

C. Firepower: How much damage the unit can do with its rifles, lasers or other long-range weapons.

D. Assault: How well the unit fights face-to-face with the enemy, using swords, pistols, or fists!

E. Speed: How fast the unit is.

F. Armor: How hard the unit is to destroy.

G. Keywords: These are special terms that describe the unit. If a keyword is in bold, it has special rules attached to it (see Section 4: Abbreviations and Definitions for more information on keywords).

H. Ability: Any special game effects the unit has.

I. Rarity: This has no effect on game play.
• = common •• = uncommon ••• = rare •••• = ultra-rare

J. Collector Information: This also has no effect on game play.

K. Die Number: Used when you are required to roll and will be explained later.

L. Command Line: Used during a battle. When you draw your command hand, only the ability in the command line is used. Command lines represent the dirty tricks and secret tactics you have up your sleeve.

ASSET CARDS

These cards represent anything on the battlefield that is not a unit. An asset could be a key piece of terrain, an important leader, or even the influence of a particularly powerful individual.

A. Flag
B. Card Name
C. Ability
D. Keywords
E. Armor
F. Rarity
G. Collector Information
H. Die Number
I. Command Line

SHIP CARDS

Orbiting high above the planet, your battleships, strike cruisers, and transports assist your ground units in various ways. These cards are collectively known as ship cards.

A. Card Name
B. Keywords
C. Ability
D. Rarity
E. Collector Information
F. Die Number
G. Command Line

SECTOR CARDS

Sector cards represent the planet you are fighting over and are never shuffled into your deck.

A. Card Name
B. Flag Requirement: How many flags your forces require to secure this sector.
C. Keywords
D. Ability

SECTION 2 : PLAYING THE GAME

The deck that accompanies these rules is a perfect starting point for your first few battles. After you are familiar with the rules and the cards, you may find it beneficial to customize your deck by adding new cards and removing others. Booster packs are an excellent source of fresh troops!

IMPERIAL MANDATE ALPHA 1 : DECK CONSTRUCTION

Your deck must contain at least 60 cards. You may not have more than 4 of any one card in your deck.

When you build a deck, you must choose your side: Chaos, Eldar, Imperial or Orks. Your deck may only contain unaligned cards and cards from your chosen side. Once you and your enemy each have a deck, you can set up the table for play.

Both players shuffle their decks and reveal the top card. The player with the lowest die number on the revealed card can choose to be the attacker or the defender for the game. In the case of a tie, flip a coin and the winner of the flip chooses. The revealed cards are placed back on top of their respective decks. The defender may choose which planet you are fighting over. You can get more sector cards (representing different planets) to play with by purchasing the starter decks for the other factions. Lay out a single set of three sector cards in a line between you and your enemy. Place your deck off to the side. When you are done, the table should looks something like this: (see fig.5)

THE TURN

Each turn is made up of three phases :

1. **The Deployment Phase:** In this phase, fresh troops land on the planet, ready for the battle!
2. **The Battle Phase:** There are two battles in every battle phase, with each player choosing one sector to fight at. Battles are the meat of the game, where ground is gained or lost, and warriors prove their worth.
3. **End Phase:** In this phase, you check for game victory. If neither player has won the game, return all ships to the ready position and start a new turn with the deployment phase.

IMPÉRIAL MANDATE ALPHA 2 : WINNING THE GAME

Once a player has taken two sectors, he or she wins the game. Time is of the essence however, as the game ends after turn 4. If neither player has taken two sectors by the end of the 4th turn, the player with the highest flag requirement total on the sectors they have taken wins. If neither player has taken any sectors, play extra turns until a player ends the turn having taken a sector.

DEPLOYMENT

The deployment phase is broken down into two steps: first wave deployment and regular deployment. The attacker always goes first in this phase.

First Wave: Each player alternates placing (deploying) the top card of their deck face-up in a sector that they have not deployed a card to yet this turn.

Regular Deployment: Next, each player draws a hand of 6 cards. Starting with the attacker, each player alternates deploying 1 card from their hand face-down to any sector. There is no limit to how many cards you may deploy to a single sector. Continue deploying cards 1 at a time, until both players are out of cards. After the deployment phase, move to the battle phase.

IMPERIAL MANDATE ALPHA 3 : CARD POSITION AND ROLLING

There are three positions a card can be in: ready, locked, and charging. Most cards begin each battle in the ready position, facing you. This indicates that the card is ready for action. Often cards will require you to "lock" them in order to use their abilities. To lock a card, turn it sideways. Locking represents that the card has taken an action. You cannot lock a card that has already been locked. The final position is "charging," which is explained in greater detail later. A card may never be in more than one position at a time.

Rolling
Sometimes you will be required to roll to determine the outcome of an ability or action. To roll, discard the top card of your deck and note the die number on the bottom left-hand corner of the card, next to the command line. That is the number you have rolled. There are three types of rolls: test rolls, d6 rolls, and variable rolls.

Tests: Whenever you see a number and a plus sign in parenthesis, you have a test. Roll. If the number you roll is equal to or greater than the number in parenthesis, you pass the test. Otherwise, you fail.

Example: "BA (5+) : Draw 1 card." If I get 5 or higher, I get to draw a card. If I roll a 4 or less, I fail and do not do anything.

D6 rolls: Sometimes "d6" will replace a fixed number on a card. Whenever you need to know what that number is, roll to find out.

Example: "T: Any unit gets +d6 armor." Whatever number I roll is the armor bonus the unit gets.

Variable: These rolls will have different effects depending on the number rolled. Cards that contain variable rolls will describe their effects on them.

THE BATTLE PHASE

Each battle phase contains two battles: the attacker's battle and the defender's battle.

The attacker chooses a sector they have cards at and the battle is joined.

SECTION 3 : COMBAT

Each battle has the following steps:

1. **The setup step**
2. **The battle step**
3. **The victory step**

In the setup step, each player does the following things in this order:

1. **Turn the sector card sideways.** This helps you remember which sector you were fighting over. In the heat of battle, many things can be overlooked!
2. **Flip all cards at that sector face up.** Lay your cards out so that both you and your enemy can see them clearly.
3. **Do anything that says, "When you set up your army, ..."** Some cards will have this instruction in their ability box. Simply follow the instructions on the card.
4. **Deploy your ship cards.** Send any ship cards you deployed to this sector to your fleet area.
5. **At this point,** if one player has no cards at this sector, skip immediately to the victory step.
6. **Draw your command hand.** Each player draws a hand of six cards. While cards are in your command hand, the only part of the card you look at is the upside-down part at the bottom, called the command line. Whenever you play a card from your hand, it is discarded after use. You may not play the command line abilities of the cards you have deployed to this sector, only the ones in your hand.

THE BATTLE STEP

Starting with the attacker, players take turns playing a single battle action. When it is your turn to play a battle action, you may choose to do one of the following:

- **Shoot with one of your ready or charging units.**
- **Charge one of your ready units.**
- **Assault with one of your charging units.**
- **Play a "BA" card.**
- **Play a "BA" ability.**
- **Withdraw.**
- **Pass.**

There is no limit to the number of BAs a player can play in each battle. Once both players pass on playing BAs in succession, the battle step ends.

Unless the card specifically says otherwise, cards and abilities you play during a battle only affect cards at the current sector.

EXAMPLE: I have a card that says ***"BA: Destroy one enemy unit."*** I can only use this card on an enemy unit at the current sector, not at other sectors.

SHOOTING

To learn how to shoot, you'll need to know a little more about the unit cards. Above the text box, you will see four numbers, or statistics.

The first number is firepower, which is how much damage the unit deals when it shoots. The second number is not used when shooting, as it is the unit's assault value. The third number is the unit's speed. Speed determines who can block the unit when it shoots. It also determines which units it can block. The last number is the unit's armor, which tells you how much damage it takes to destroy the unit.
To shoot with a unit, follow these steps:

1. **Lock the shooting unit.** Lock the unit to show that it is shooting. You cannot shoot with a unit that was already locked. You can shoot with a charging unit if you like.
2. **Choose your target.** You may shoot at any enemy unit or asset. Shooting attacks, however, cannot target ship cards. The target becomes the "defending" card, while your shooting unit is the "attacking" unit.
3. **Your enemy decides whether to block or not.** Blocking is a way of saving the card that is being attacked. Your enemy can only block with one of their ready or charging units that has greater speed than your shooting unit. To block, your enemy must lock the unit he wants to block with. The blocking unit becomes the new defending unit. A unit cannot block if it was the original target of the attack. ***EXAMPLE:*** *If my shooting unit's speed is 2, Dave may only block it with a unit that has speed 3 or greater. Dave decides to block, so he locks the blocking unit and it becomes the new target of the attack.*
4. **Play tactic (T) cards and abilities.** Starting with the player who controls the attacking unit, players take turns playing a single tactic card or ability, or passing. Once both players have passed in succession, the tactic step ends. There is no limit to the number of tactics that can be played during a given BA. Tactics resolve immediately. **Bonuses or abilities granted by cards or abilities only last until the end of the BA in which they were played.** If you play a tactic card from your hand, discard it after use.
5. **Deal damage.** The shooting unit deals an amount of damage equal to its firepower to the defending card. If this damage equals or exceeds the defending card's armor, the defending card is destroyed and placed in its owner's discard pile. Otherwise the damage is erased and the defending unit survives. Damage never "carries over" to another BA.

FIGURE 1: UNIT CARD

FIGURE 2 : ASSET CARD

FIGURE 3 : SHIP CARD

FIGURE 4 : SECTOR CARD

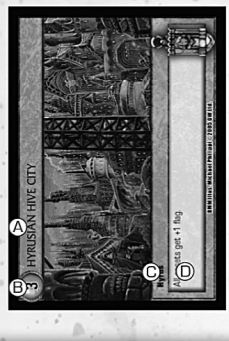
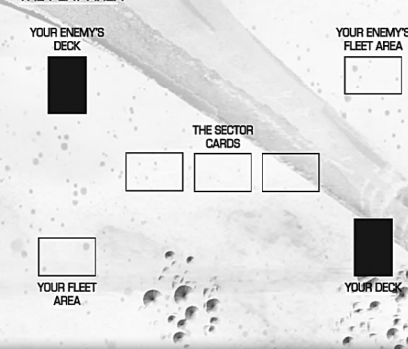


FIGURE 5 : THE PLAY AREA



EXAMPLE :

*Dave has a Space Marine Tactical Squad (firepower 3, speed 2). He locks it to shoot at my Ultramarine Dreadnought (armor 3). I have a Bike Squad (speed 3, armor 2) and I decide to use it to protect my valuable dreadnought. I lock it and declare that I am blocking. My Bike Squad becomes the new defending unit. Now it's time to play tactics. I grin slyly as I play a card from my hand that says "**T:** Any blocking unit gets +2 armor," raising my Bike Squad's armor to 4. Dave's not worried though, and he plays a card that says "**T:** Any unit gets +1 firepower." I do not have any other tactics I can play, so I pass. Dave, satisfied with his firepower 4 Tactical Squad, also passes. Since we are both finished playing tactics, the damage is now dealt. The Tactical Squad deals 4 damage to my Bike Squad, which is just enough to kill it. I place the Bike Squad in my discard pile and whimper.*

CHARGE ONE OF YOUR READY UNITS

Charging represents your unit dashing across the battlefield in an attempt to engage your foe in close combat or short-range firefights. To charge a unit, turn it upside-down so it faces your enemy. Your turn now ends.

ASSAULT WITH ONE OF YOUR CHARGING UNITS

If you have a charging unit, you can use your BA to assault with it. There are 2 types of assaults: standard and special. When you assault with a unit, you must choose either its standard assault or its special assault, assuming it has one.

STANDARD ASSAULTS

A standard assault is similar to a shooting attack because it uses the unit's basic assault value (remember, the assault value is the second statistic printed on the top of the card).

1. **Lock the assaulting unit.** Lock the unit to show that it is engaged in combat.
2. **Choose the target of the assault.** You may choose to assault any enemy unit or asset at the current sector. Enemy ships cannot be assaulted. The target of the assault becomes the defending card, while your unit is the attacking unit.
3. **Your enemy decides whether to block or not.** If your enemy has any charging units, they can decide to block your assault. Unlike shooting, speed doesn't matter when blocking assaults. To block, your enemy must lock the charging unit they want to block with. That unit becomes the defending unit.
4. **Play tactic cards and abilities.** Starting with the player who controls the attacking unit, players take turns playing a single tactic or passing. Once both players pass in succession, move on to the next step.
5. **Deal damage.** The attacking unit deals an amount of damage to the defending card equal to its assault. As with shooting, if the damage is equal to or greater than the defending card's armor, the defending card is destroyed. Unlike shooting, if you deal more damage to a unit than that unit's armor, you may choose to assault another unit with the remaining damage. This second assault is called a "sweeping advance". NOTE: Using the invulnerable ability does not prevent your opponent from making a sweeping advance and your opponent may choose the same unit as the target of that advance. Damage from that assault still counts as being dealt.
6. **Sweeping Advance.** Assuming you have damage left over after destroying a unit in an assault, you may immediately assault another unit with the remaining damage. This counts as an assault, and players may play more tactics before the damage is dealt. You may only do one sweeping advance per BA. If your assaulting unit was somehow destroyed in the first assault, then it cannot make a sweeping advance. You may not make a sweeping advance after destroying an asset.

EXAMPLE :

*I have a charging Assault Squad (assault 6). I lock it and declare Dave's Command Squad (armor 3) as the target. Dave decides to block with one of his charging units, so he locks his charging Tactical Squad (armor 3). I do not have any tactics I want to play, so I pass. Dave decides to play a card that says "**T:** Any unit gets +1 armor," upping his Tactical Squad to armor 4. Neither of us has any more tactics we want to play, so we both pass. My unit deals 6 damage to his Tactical Squad. Since I dealt more damage than his unit had armor, I get to make a sweeping advance with the 2 points of damage I have left! I choose his Command Squad—my original target—and play a card that says "**T:** Any unit gets +2 assault," raising my assault to 4!! Neither of us has any additional tactics to play, so I deal 4 points of damage to the Command Squad and destroy it. Not a bad day's work for my Assault Squad!*

SPECIAL ASSAULT

If I have a charging unit with a special assault, when I lock it to attack I can choose to use the special assault instead of my assault value. A special assault is any ability printed on a card that starts with an "**A:**" such as "***A:** Draw 2 cards."*

1. **Check to see if you can play the ability.** See *Imperial Mandate Alpha 4: Optional Abilities* for more details.
2. **Lock the assaulting unit.** Lock the unit to show that it is engaged in combat.
3. **Your enemy decides whether to block or not.** Just like standard assaults, your enemy may block your special assault with any of his charging units. If he decides to block it, your assault switches to a standard assault that targets the blocking unit.
4. **Play tactic cards and abilities.** Starting with the player who controls the attacking unit, players take turns playing a single tactic or passing. Once both players pass in succession, move on to the next step.
5. **Deal Damage.** If your enemy blocked your special assault, it is time to deal damage. If your unit deals more damage than the defending unit's armor, you can choose to either make a sweeping advance as described above, or you can resolve the special assault.
6. **Resolve the special assault.** Do what the card says. For instance, if the ability was "***A:** Lock two enemy units,"* you would lock them now.

EXAMPLE :

*Dave has a charging Assault Squad (assault 3) with the ability "**A:** Your enemy discards 3 cards." He locks it to assault and declares that he is using the unit's special assault. I don't want to lose 3 cards, so I lock my charging Attack Bikes (armor 3) to block. The Assault Squad's special assault now turns into a standard assault targeting my bikes. Dave controls the attacking unit and gets to play tactics first, so he plays a card that says "**T:** Any unit gets +1 assault," bringing his unit up to assault 4. I don't have any tactics to play and pass. Dave also passes this time around, so the damage is dealt. He deals 4 damage to my poor bikes, which destroys them with 1 damage left over. Dave can now choose to do a sweeping advance at assault 1, or resolve his unit's special assault. Wisely, he chooses to resolve the special assault and forces me to discard 3 cards! Ouch!*

PLAY A "BA" CARD

Some command cards have "**BA**" Printed on them. To play them, follow these steps:

1. **Check to see if you can play the ability.** See *Imperial Mandate Alpha 4: Optional Abilities* for more details.
2. **Lay the card on the table.** This lets your enemy know what you are doing.
3. **Play tactics.** Starting with the player that played the BA, players take turns playing a single tactic or passing. Once both players pass in succession, move on to step 4.
4. **Do what the card says.** If the card said *"**BA:** Draw 2 cards,"* you would draw them now.
5. **Place the card in your discard pile.** Remember, you need to discard any cards you play from your command hand.

PLAY A "BA" ABILITY

Some units, assets, or ships have abilities that take your whole battle action to use. These abilities are also preceded with "**BA**." You can play these abilities even if the card they are printed on is locked, unless the ability requires you to lock them.

1. **Check to see if you can play the ability.** See *Imperial Mandate Alpha 4: Optional Abilities* for more details.
2. **Tell your enemy which ability you are using.**
3. **Play tactics.** Starting with the player that played the BA ability, players take turns playing a single tactic or passing. Once both players pass in succession, move on to step 4.
4. **Do what the card says.** If the card said *"**BA:** Destroy one enemy unit,"* you would destroy the unit now.

WITHDRAW

If you have no ready or charging units, you can choose to withdraw from the battle. Withdrawing ends the battle immediately. All of your cards at this sector are destroyed and you proceed directly to the victory step.

PASS

If you have nothing left to do, or you want to see what your enemy will do before you make a decision, you may pass. Remember, once both players pass in succession, the battle is over, so pass wisely. After both players have passed, proceed to the victory step.

IMPERIAL MANDATE ALPHA 4 : OPTIONAL ABILITIES

Optional abilities are any ability that is preceded by a BA, T, M, R or A. **These abilities may only be played during the battle step.** Regardless of the type of ability being played, they all follow the same rules:

1. Announce the ability. You must begin by telling your enemy what you intend to do.

2. Check to see if you can play the ability and make any necessary choices. Before you can play an ability, you must make sure you meet all the requirements. If an ability includes the phrase "Only playable while...", or "Not playable while...", you must check before you play it to see if this condition exists.

You must also make all the choices the ability requires you to make. If you cannot make all the required choices, you cannot play the ability.

***Example 1:** I play an ability that says "**BA:** Lock one enemy unit." The choice I must make is which enemy unit to lock. If my enemy has no units I can lock, I cannot play the ability.*

***Example 2:** The next card I play says "**BA:** Your enemy discards 2 cards." Since I'm not choosing the cards to be discarded, I can play this ability even if my enemy has 1 or no cards in their hand. They simply do as much as they possibly can.*

***Example 3:** Finally, I play a card that says "**BA:** Lock all enemy units." Since the use of the word "all" means I don't have to choose the units, I can play this ability even if my enemy has no units.*

3. Pay Costs. The cost for an ability always falls between the ability's acronym (**BA**, **T**, **M**, **R**, and **A**) and the colon. If you cannot pay all of the costs, you cannot play the ability. Also, you must pay the costs in the order they are printed on the card.

***Example:** I play a card that says "BA Lock 2 of your charging units, (3+): Destroy up to three enemy units." In this case, the costs I must pay are locking 2 of my charging units and passing a 3+ test. Only after I do all of these things in order can I get the effect. This means that I must lock my two charging units before I roll for my test.*

THE VICTORY STEP

Once both players pass on playing BAs in succession—or one player withdraws—the battle ends and you proceed to the victory step. During the victory step, you check to see if either player won the sector.

To check for victory:

1. Both players total up the number of flags on their units and assets. Flag icons are in the top left corner of each card.
2. Starting with the attacker, both players reveal their command hands. In any order the attacker chooses, resolve any events (**E:**) that are in the command line of cards that were in the attacker's command hand or in the ability box of any cards that were in play at the end of the battle. Adjust both players' flag totals as necessary.
3. After the attacker's events are resolved, the defender resolves any events on their units or in their command hand in any order they choose. Once again, after the events are resolved, adjust both players' flag totals as necessary.
4. Both players discard their command hands.
5. **A player wins the sector if they have MORE flags than their enemy and at least as many flags as the sector requires.**
6. If a player won the sector, discard all cards at that sector and the winning player places the sector in their fleet area. No cards can be deployed to it.
7. If neither player won the sector, return all cards there to the ready position and leave them at the sector, face up. Be sure to return the sector card to its original position. The battle is unresolved and the remaining forces there live to fight another day!
8. If a player wins two sectors, the game is over. Victory and the planet belong to them!

THE DEFENDER'S BATTLE

After the attacker's battle has ended, the defender chooses a sector to battle for. The defender must choose a sector that he or she has cards at and cannot choose the sector that was just fought over. If the defender cannot choose a different sector—either because there is only one sector left or because the defender doesn't have any cards at another sector—the turn ends.

Assuming the defender can choose a sector to fight over, the second battle is played out using the above rules with one exception: this time the defender takes the first battle action instead of the attacker.

THE END PHASE

Once you have fought the attacker's and the defender's battles, the turn ends. Each player rallies all of his or her ship cards. Don't worry about the sectors you didn't fight over this turn; leave the cards at those sectors face down. You will get your chance next turn! To begin a new turn, start again from the beginning, following the deployment and battle phases as you did before.

IMPERIAL MANDATE ALPHA 5 : SHIP CARDS

Managing your fleet well is one of the keys to victory. Here is a summary of how ships work in the game:

- When you set up your army, add any ship cards you deployed to that sector to your fleet area.
- If you somehow infiltrate a ship card during a battle, immediately deploy it to your fleet.
- The abilities printed on your ship cards can be used regardless of which sector you are fighting at. They are hovering in low orbit, waiting for your command.
- Ship cards cannot be attacked. They are only affected by cards that specifically target them.
- At the end of each turn, each player rallies his ships. Remember, unlike cards at a sector, ships do not rally at the end of a battle. Ships only rally at the end of the turn.

SECTION 4 : ABBREVIATIONS AND DEFINITIONS

There are six different abbreviations that tell you when you can play an optional ability. If an ability doesn't use an abbreviation, that ability is always "on" and is not optional. These are called "static abilities." The color of the card's die will tell you what type of ability is in its command line.

ABBREVIATIONS

BA (Blue dice): You can play this ability whenever it is your turn to play a **battle action**.

T (Gold dice): After any player plays any battle action, both players have the opportunity to play **tactics**. The battle action doesn't resolve until both players are done playing tactics. If the tactic is printed on a card in play, you can only use that tactic once per battle action.

R (Red dice): **Reactions** always tell you when you can play them, and playing them is always optional. If a reaction is printed on a card in play, you can only use the reaction once per event. If both players want to react to the same event, start with the player that initiated the event. Take turns playing one reaction at a time until both players are done reacting.

M (Purple dice): **Modifiers** are like reactions, except they are only played after any player makes a roll. Unless the modifier says otherwise, you always play them after you see what the roll is. The roll is not applied until both players are done playing modifiers. If a modifier is printed on a card in play, you can only use that modifier once per roll. If both players want to modify the same roll, start with the player that is rolling. Take turns playing modifiers until both players are done.

A: You can play this ability when you **assault** with this unit.

DR and **Shock Troops**: Some cards have the keyword **Shock Troop**. You may choose to deploy these cards face-up. Most Shock Troops will have an ability, called DR, or **Deployment Reaction**. These can be played in reaction to deployment of that unit. DR's may not be played during First Wave.

E (White dice): **Events** always resolve at the end of a battle; they are not optional.

OTHER DEFINITIONS

Attack: Shooting and assaulting are collectively referred to as attacks.

Combat: Some abilities may refer to "combat" on them. For example: *"**T:** Any unit gets -1 armor. Only playable while this unit is in combat."* This means this tactic can only be used while it is an attacking or defending unit in a shooting attack or one of the different assault types.

Counterattack: When a counterattack unit is dealt damage in an attack, they deal damage to the attacking unit. The type of damage it deals depends on the type of attack. If it is a shooting attack, the counterattacking unit will deal damage equal to its firepower to the attacking unit. If the attack is an assault, the counterattacking unit will deal damage equal to its assault. This damage is dealt at the same time as the attacking damage.

Destroy: Only cards in play can be destroyed. When a card is destroyed, it is placed in its owner's discard pile. **If a defending or attacking unit is destroyed during the tactics phase of an attack, the BA ends immediately, without a damage-dealing step.**

Deploy: Deploy means to place a unit in a sector. Deployment is not the same as infiltration.

Discard: If a card tells you to discard, those cards always come from your hand unless the card specifically references discarding from somewhere else, like *"Discard the top 2 cards of your deck."*

Flag Unit: Any unit that currently has one or more flags.

Honored: Cards with the Honored keyword have been recognized for their valor in battle. During setup, you may discard any number of cards from your command hand up to the number of Honored cards you have at this sector, and then draw a number of cards equal to the number of cards you discarded.

Infiltrate: To infiltrate a unit means to send it to the current sector, in the ready position. The ability that lets you infiltrate will tell you where the infiltrated card must come from, such as *"infiltrate a unit from your discard pile."*

Invulnerable: Some cards are very hard to destroy. When a unit with the invulnerable ability would be destroyed by your enemy, you may use it to keep the card in play. The ability will tell you what you have to do to play it (usually it will be a test). If the ability is successfully played that card is not destroyed, instead it remains in play locked. If unsuccessful the card is destroyed normally. NOTE: Using the invulnerable ability does not prevent your opponent from making a sweeping advance and your opponent may choose the same unit as the target of that advance. Damage from that assault still counts as being dealt.

Keywords: These are descriptive words used on most cards. If the keyword is in bold, it has special rules associated with it. Otherwise, keywords have no rules; other cards reference them. Also, a card's special abilities that appear in bold in the card's ability box also count as keywords. If a card said, *"destroy any infantry unit,"* you could only use it on a card that had the infantry keyword. Likewise, if a card said, *"destroy any counterattack unit,"* you could only use it on a unit with the counterattack special ability.

Non-flag unit: A unit that currently has no flags.

Rally: If a card rallies, return it to the ready position. Only locked or charging cards can rally. If you rally a charging unit, that unit is no longer charging.

Ship Cards: If a ship card is infiltrated during a battle, immediately deploy it to your fleet area. Regardless of which sector you are fighting at, the ship cards in your fleet can be used as if they were at that sector.

Unique: When you set up your army, if you have more than one copy of a unique card at the sector, add all but one copy to your hand. After this, if your enemy has a copy of the same card, both players add those cards to their hands. If a unique card is infiltrated to a sector where there is already a copy of that card, destroy the old card. If you add a unique ship card to your fleet when you already had a copy of that card, destroy the old copy. Cards with the same name also count as the same card for uniqueness. So "Abaddon" and "Abaddon and Bodyguard" count as the same card.

Unlimited: Some tactics, reactions, or modifiers may have this word at the end. This means that you can play that ability any number of times, not just the one time most abilities are normally limited to.

***EXAMPLE:** My tactical squad has the ability "T Discard 1 card: This unit gets +1 firepower. Unlimited." Normally, tactics printed on cards in play can only be played once per BA. Since this ability has the "unlimited" trait, I can use this ability any number of times in each BA.*

Unstable: Some cards are possessed by entities of the Warp. When a card with the Unstable keyword is destroyed, instead of being placed in your discard pile, it is added to your hand. If this happens during deployment, immediately deploy that card face-up to any sector.

Versus Bonus: Some cards get a bonus when attacking or being attacked by a certain type of card.

***EXAMPLE:** I have a unit that says, "+2 firepower vs. infantry units." If that unit attacks an infantry unit, it gets this bonus. It also gets the bonus when an infantry unit attacks it.*

X: Sometimes "**X**" will replace a number on a card. In these cases, X is usually defined somewhere on the card. If it is not, then X can be any number you choose.

***EXAMPLE:** I have a card that says, "BA (X+): Destroy one enemy unit. X = the unit's armor." When I play this card, I choose an enemy dreadnought (armor 4). X becomes 4, so I must roll a 4 or better to pass the test. I have another card that says, "T (X+): Any unit gets +X Firepower." Since X is not defined on the card, when I play it I can choose any number I want. If I choose 3 when I play it, I need to pass a 3+ test. If I do, I get +3 firepower.*

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CREED'S SENTINELS

4 2 2 3

Imperial Guard • Vehicle

R Discard 3 cards: After this unit destroys an enemy unit through shooting, it may make another shooting attack with a firepower of 2.

DD• 1/18 Illus. Paul Dainton ©2005 GW Ltd.

T: Any unit gets +1 firepower.

ELANA'S GUARDIANS

3 1 2 3

Sisters of Battle • Infantry

T: Draw one card. Only playable while this unit is attacking or defending.

DD•2/18 Illus. Karl Kopinski ©2005 GW Ltd.

T Any unit gets +2 armor. Only playable while you have more cards in your hand than your enemy.

FIST OF MATTHIAS

RHINO

1 1 2 3

Dark Angels • Vehicle

T (3+): Any infantry unit gets +1 firepower or +1 armor. Draw 1 card. Lock this unit if you fail this test. Only playable while ready.

DD• 3/18 Illus. Adrian Smith ©2005 GW Ltd.

R: After you draw a card, any units gets +1 armor.

GUNS OF CADIA

HEAVY WEAPONS TEAM

4 0 1 2

Imperial Guard • Infantry

T Your infantry unit gets +1 firepower.

Only playable vs. vehicle units.

DD• 4/18 Illus. Karl Kopinski ©2005 GW Ltd.

T: Any vehicle unit gets +1 armor.

LUCKHAM'S LUCKY BOYS

2 1 2 1

Imperial Guard • Infantry

R Discard 1 card: After this unit is destroyed, move it to another sector instead.

DD• 5/18 Illus. Karl Kopinski ©2005 GW Ltd.

E [4+] You get +1 flag for every 2 imperial guard infantry units you have in play.

PARASIM

LAND SPEEDER

2 1 3 2

Dark Angels • Vehicle

T [4+]: This unit gets +3 firepower and counterattack. Only playable while blocking.

DD• 6/18 Illus. Torstein Nordstrand ©2005 GW Ltd.

T: Any blocking unit gets counterattack. If that unit is a Dark Angels unit, it gets +1 firepower as well.

PROTECTORS OF CADIA

1 1 2 1

Imperial Guard • Infantry

T (4+): Any Imperial unit gets +2 firepower. Lock this unit if you fail this test.

DD• 7/18 Illus. Torstein Nordstrand ©2005 GW Ltd.

R (4+): After one of your infantry units with a flag is destroyed, Rally any Imperial Guard unit.

SQUAD GALADIN

TACTICAL SQUAD

3 3 2 2

Dark Angels • Infantry

Counterattack

T: Any other imperial unit gets +1 firepower.

DD• 8/18 Paul Jeacock ©2005 GW Ltd.

T (3+): Any unit gets counterattack.

SQUAD RAMIEL

SCOUT SQUAD

1 2 2 2

Dark Angels • Infantry

R (4+): After you destroy a unit through shooting, draw a card.

DD•9/18 Illus. Kenson Low ©2005 GW Ltd.

T (3+): Any unit gets +1 firepower and counterattack.

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FORZZURK'S BOYZ

1 1 1 1

Evil Sunz • Infantry

T (2+): This unit gets +1 firepower and +1 assault.

DD - 10/18 Illus. Dave Millgate ©2005 GW Ltd.

BA (5+): Infiltrate this unit.

HUMIEHACKER'S BIKERZ

1 1 4 1

Evil Sunz • Vehicle

BA Lock: Lock one enemy card.

DD - 11/18 Illus. Abrar Ajmal ©2005 GW Ltd.

T: Any unit gets +X firepower. X= the number of your vehicle units at this sector.

HUMIEHACKER'S TRUKK BOYZ

3 3 3 2

Evil Sunz • Vehicle

R (5+): After this card is destroyed, draw 1 card. If that card is an infantry unit deploy it into this sector.

DD - 12/18 Illus. John Wigley ©2005 GW Ltd.

T: Any unit loses counterattack.

PANZIECRUSHER'S BOYZ

3 2 2 2

Bad Moons • Infantry

R (4+): After this unit destroys an enemy unit, this unit may declare a shooting attack. Only playable once per BA.

DD - 13/18 Illus. John Wigley ©2005 GW Ltd.

T: Any unit gets +1 firepower.

PANZIECRUSHER'S GRIFFON

0 0 1 2

Bad Moons • Vehicle

T Lock (5+/5+/5+): Lock 1 enemy unit for each test you passed with this ability. Lock 1 of your units for each one you rolled.

DD - 14/18 Illus. Steve Boulter ©2005 GW Ltd.

T: Any Bad Moons unit gets counterattack.

PANZIECRUSHER'S SHOOTA BOYZ

3 1 2 2

Bad Moons • Infantry

T: Any unit gets +1 firepower.

DD - 15/18 Illus. Des Henley ©2005 GW Ltd.

T (4+): Any unit gets +3 firepower

RAZAMM'S TANK BUSTAS

2 0 2 2

Evil Sunz • Infantry

T: This unit gets +4 firepower vs. vehicle units.

DD - 16/18 Illus. John Wigley ©2005 GW Ltd.

T: This unit gets +1 firepower.

THRAKA'S SKARBOYZ

3 4 2 3

Goff • Infantry

T (5+): Roll twice and add the rolls together. Replace one of your unit's firepower or assault with the total.

DD - 17/18 Illus. Steve Ellis ©2005 GW Ltd.

T: Any unit gets +1 armor.

THRAKA'S STIKK BOMBAS

2 3 2 3

Goff • Infantry

T (4+): Rally any enemy unit.

T (5+): Any unit loses counterattack.

DD - 18/18 Illus. Paul "Prof" Herbert ©2005 GW Ltd.

T: Any unit gets +2 firepower.

7 VILHAN LOADING DOCKS

All vehicle units get +1 flag.

DD Illus. Justin Norman ©2005 GW Ltd.

5 BORADRAN INDUSTRIAL ZONE

After setup, each player infiltrates one face-up unit from any other sector. No player may react to these infiltrations.

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3 CORMORAN WASTELAND

Each player draws 1 less card for their command hand

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